

TEMPESTORS

While their Dracoths charge forward spitting sizzling bolts of lightning, the Tempestors unleash the fury of their volleystorm crossbows, loosing a hail of bolts that burn like blazing meteorites and blast holes in the enemy's lines.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volleystorm Crossbow	12"	4	3+	4+	-	1
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warblade	1"	3	3+	4+	-	1
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Tempestors has any number of models, each armed with a Volleystorm Crossbow and a Warblade.

MOUNT: This unit's Dracoths attack with their Claws and Fangs, and a Storm Blast.

ABILITIES

Disruptive Fire: *Tempestors train to focus their shots, keeping the enemy cowering.*

Subtract 1 from hit rolls for attacks made with missile weapons used by enemy units while they are within 12" of one or more friendly **TEMPESTORS**.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit.

Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Storm Blast: *Dracoths can spit devastating bolts of lightning that blast apart enemy ranks.*

If the hit roll for an attack made with a Storm Blast scores a hit, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, DRACOTHIAN GUARD, TEMPESTORS